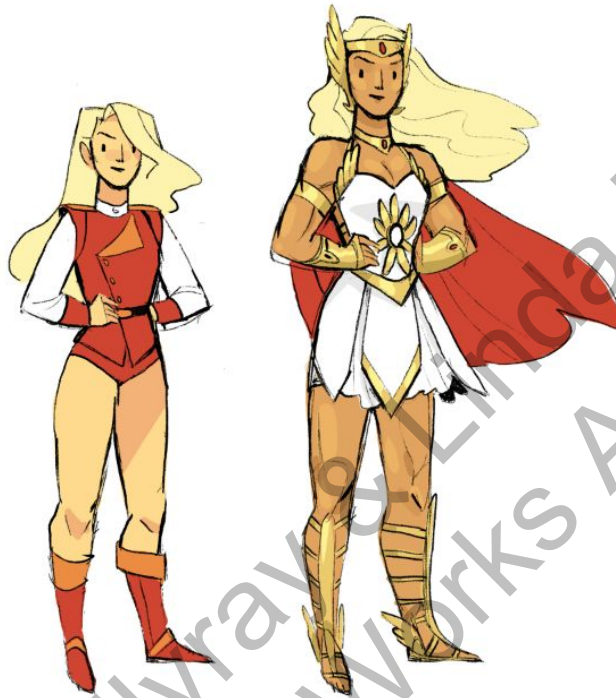


SHE-RA BIBLE



FOR THE HONOR OF GRAYSKULL...

SHE-RA is a high fantasy/sci-fi adventure show about a warrior princess with incredible powers fighting the forces of evil. It's *Xena Warrior Princess* if it took place in a high-fantasy alien fairyland that was under siege by the evil Empire from *Star Wars*. A genre-smashing, gender roles-subverting adventure full of so much fun, action, and comedy that you almost don't see it sneaking up on you to punch you in the face with a healthy dose of 'feels,' as the kids say. It embraces everything that was exciting, outrageous, and over-the-top about 80s high fantasy while updating it for a modern audience. It's not afraid to gently mock the absurdities of 80s sci-fi and fantasy tropes, but only out of love — there's no cynicism or snark to be found here. It's no gritty reboot. She-Ra is a show with a sincere heart and a true sense of wonder, where the power of love really is the most formidable force of all. With action, adventure, feelings, flying horses, fabulous secrets, swords, robots, tragic backstories, and humor to balance out the tragic backstories, this is a show girls can grow up with and a show that anyone can get into.

Heroes or villains, kind or selfish, extraordinary or ordinary, competent or bumbling, and everything in between -- with its vast female cast, She-Ra opens up a world of possibility for what female characters can be. This is a world where women are unabashedly at the forefront. But what they are even more than that, beneath the glitz and the magic and the swords, is completely human.

THE WORLD

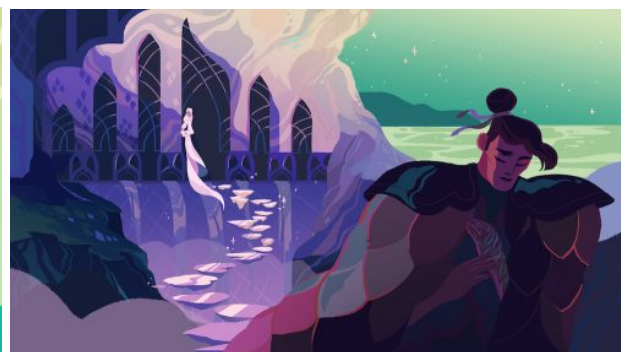
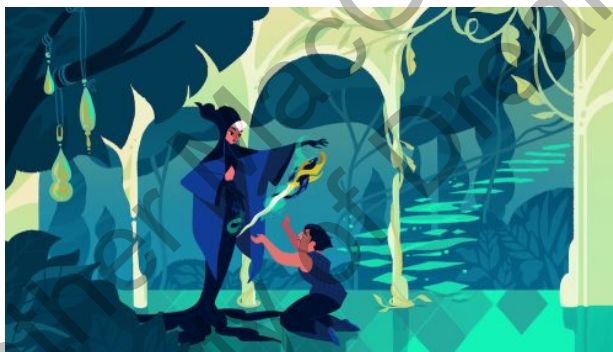


Etheria is a remote world, a single bright beacon in the darkest dimension known as the Dimension of Despondos. Only whispers of the great intergalactic war being waged across the other dimensions ever reach Etheria, but Etheria has its own problems to worry about. Hordak, a powerful being from another dimension who is stranded in the Dimension of Despondos, has decided to settle for conquering Etheria as a consolation prize.

Etheria is a planet rich with life and magic, essentially a living organism in its own right. The life force that flows through Etheria has imbued many of its citizens with magical powers, and these were intended to become its protectors -- the Princesses of Power. This is part of the planet's natural defense mechanism. Those chosen as protectors are given dominion over a limited section of the planet, and the responsibility to defend it. Meanwhile, She-Ra, a full-blooded royal Eternian, is uniquely destined by merit of her genetic code to unlock the planet's deepest secrets and protect it in its darkest hours. Not everyone on Etheria has direct access to this magical energy, but everyone's life is touched by it in some way. However, nature is not always kind or good, and not all of the magic of Etheria is kind or good either.



Etheria is a land of myth and magic, high-fantasy but weird and alien, reminiscent of the deliciously bizarre and colorful worlds of Moebius and other 80s sci-fi artists. Gravity-defying, organic, twisting, sinuous, violently candy-colored - this doesn't look like your typical sword-and-sorcery fantasy world, nor your typical sci-fi one. In Etheria's natural terrain, there are few hard edges or geometric shapes. Even Etherian architecture, tools, and weapons look like they grew out of the earth that way.

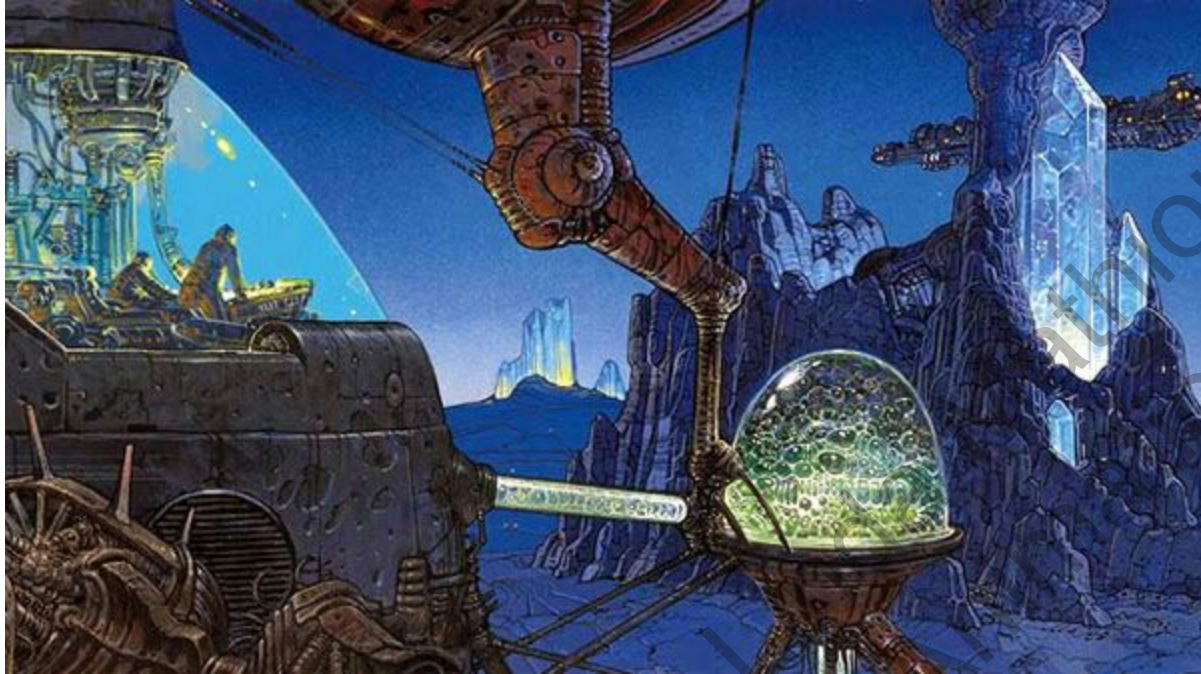


Many refugees and exiles, some stranded by accident and some fleeing from the war being waged across the galaxy, have settled on the idyllic Etheria over the years, but they weren't the first ones there. Remnants of an ancient civilization are visible everywhere if you know where to look - relics, ruins, mysterious symbols carved into toppled monuments, overgrown and reclaimed by nature. This is all that is left of the First Ones, a long-forgotten race who were the first to settle on Etheria. They were a brilliant, technologically-advanced civilization until, mysteriously, the First Ones vanished. What happened to them? No one remembers, not even the oldest and wisest of the Etherians. They left behind lots of tech that comes into play within the

story, including the Sword of Protection and Light Hope. And there is evidence that they may not be as good as they might have you believe....



The idyllic Etheria is being slowly consumed by the advancing Evil Horde, a would-be oppressive totalitarian empire that, despite its stark utilitarian trappings and evil aims, is comprised of an equal mix of buffoons and schemers who can't stop betraying each other long enough to get anything done. The cold metal structures of the Horde stand in dramatic contrast to the delicate pastels of Etheria. The Horde sees the conflict as being between magic and science, but it's not that simple — rather, the Horde seeks to assimilate and industrialize a world whose rules and technology they don't understand. They see their machinery as being superior, more advanced, more 'civilized.' An efficient world, a hard world, a regimented world. A world without magic, a world without beauty, a world without love.



Technology and magic are NOT opposites on Etheria -- either one can be used for good or evil. Rather, magic is essentially a super-advanced form of technology that functions by a completely separate set of rules. Magic is much more unpredictable and difficult to control than technology, and may seem to make far less sense. The Horde considers Etheria's magical properties to be unsightly anomalies and prefer to replace magic (and therefore, nature) with reasonable, orderly mechanization...in the process, removing everything that is unique and exciting about Etheria and replacing it with industrialized conformity.

THE SETUP

Etheria isn't just a planet. It's essentially a living organism, its immense natural power cultivated eons ago by the First Ones — exiles from another planet known as Eternia who were the first to settle there. The First Ones were incredibly technologically advanced, their abilities barely distinguishable from magic, but they were also characterized by extreme self-righteousness and a staunch belief in the black-and-white divide between good and evil. They themselves, of course, always fell on the side of "good"...at least in their own eyes. Embroiled in the first galactic war, the First Ones tapped into Etheria's energy and transformed the planet into a massive weapon, intending to use it to turn the tides of the war. However, their meddling upset the planet's natural balance, making the planet inhospitable. Many of the First Ones fled or died out, and the ones who remained — largely its common citizens — were absorbed into the planet's cycle of life and naturalized, meaning many of Etheria's modern-day citizens have some Eternian blood in them. Balance returned to the planet over years, and nature reclaimed the First Ones' civilization. The new Etherians learned to live in harmony with nature, reaping the benefits of the planet's power in return for protecting it — a mutually beneficial symbiosis.

Hordak's arrival and the establishment of the Evil Horde threatens to upset that balance again, devastating Etheria's delicate natural balance with its machinery and industrialization. The residents of Etheria are

ill-equipped to stand against him, as their united front has long since crumbled due to infighting and they are distracted by their own selfish interests. Not that the Evil Horde is doing much better on that front...

Hordak was once a lesser officer in the broader, galaxy-spanning Evil Horde ruled by his brother Horde Prime, before he and his squadron fell through a dimension-spanning wormhole (known as a "laser portal") many years ago, becoming stranded in the Dimension of Despondos. There, they stumbled upon Etheria, which Hordak intends to conquer for the Horde, because conquering is all he knows and he has nothing better to do. However, Hordak's main goal is to find another laser portal, escape from Etheria, and rejoin his brother and the Evil Horde. Unfortunately for him, laser portals are rare in the Dimension of Despondos -- in fact, only once since the Horde's occupation has a portal opened on Etheria, although it did not remain open long enough for him or anyone else to take advantage of it.

This mysterious portal opening coincided with the appearance of an infant girl of unknown origins. Taken in by the Horde and raised to be a soldier, this child's fate seems inextricably linked to Etheria. Who brought her here and why? These mysteries will be revealed in time.

ADORA'S STORY

Adora is an orphan, as far as she knows, and the Horde is the only family she's ever known. Ruthless, ambitious, and efficient, she's pretty much the perfect minion, quickly climbing in the ranks from a young age to become one of Hordak's most trusted Force Captains. But despite her competence and intelligence, something doesn't quite add up...like Adora's intense compulsion to please her superiors, and her rock-solid belief that she's one of the good guys (despite the fact that she works for an organization called the Evil Horde, and her boss wears a collar made of femurs). What Adora doesn't know is that her adoptive mother figure, Shadow Weaver, has been manipulating her for her entire life with mind-control spells to keep her from questioning the authority of the Horde. Yikes.

Adora starts having dreams of a mysterious woman. These dreams lead her to the Whispering Woods where she discovers a sword of unusual design, long forgotten where it's fallen, with a stone in its hilt that begins to glow when Adora picks it up. The sword explodes in a shower of sparks, knocking Adora out -- in a dream state, she meets the mysterious woman again, who introduces herself as Light Hope, and tells her that she is destined for great power. Light Hope is an advanced artificial intelligence left behind by the First Ones, and she has been sending messages to Adora through her dreams for years. Light Hope tells Adora that she is not from Etheria at all -- she is a princess stolen as a baby from her homeworld of Eternia, and lost on a remote world. It turns out the First Ones were also Eternians, the first to settle on Etheria millennia ago, making them Adora's ancestors...so she is the only one who can use the Sword of Protection. Light Hope gives Adora a mysterious phrase to speak when she's in trouble: FOR THE HONOR OF GRAYSKULL, which will transform her into a superpowered princess, SHE-RA. This transformation breaks Shadow Weaver's mind control spell once and for all.

Adora defects from the Horde to the Great Rebellion, with the help of newfound friends Glimmer and Bow. Adora has a long path ahead of her to redeeming herself, but with Glimmer and Bow at her side, she's got a real shot at determining her own destiny for the first time.

THE THEMES

SHE-RA believes that THERE IS GOOD IN EVERYONE, even if it doesn't seem like it. SHE-RA delves into the choices that make a person a hero...or a villain. You may not get to control what you look like, where you came from, or who your parents are, but you can control whether you do good or evil. Of course, in a fantasy/sci-fi world with mind control, lab-grown mutants, and robot soldiers, these lines will be blurred and explored time and time again.

Adora believes that EVERYONE DESERVES A SECOND CHANCE. Because of her years spent under mind control, Adora wants to make sure that everyone has the ability to choose their own path -- but never stops hoping that they will choose to do good. CHOICE is the common thread through characters both on the side of good and of evil. Glimmer feels like she can never be good enough to earn the approval she seeks; Bow chooses to be super-positive, even when he doesn't feel it; Catra makes choices only for her own profit; Shadow Weaver chose darkness when she was pushed away by her peers; Swift Wind chooses to fight with She-Ra as soon as he gains the ability to choose, etc.

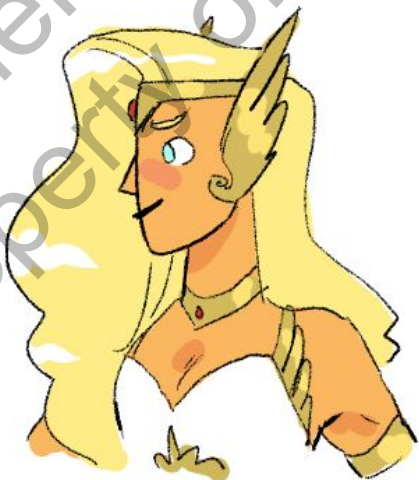
The ability to CHOOSE is an important one, especially for a young female target audience: girl viewers should feel that they can choose to be whoever they want, that they are capable of great good but that even if they should fail, they still deserve love and forgiveness.

CHARACTERS

THE CORE CAST

ADORA/SHE-RA

Feral lost princess



Raised in the ruthless environment of the Horde, Adora has the drive and desire to do good but may not always get it quite right. She is rough and unrefined and isn't afraid of getting her hands a little dirty if it gets the job done. Adora genuinely wants to fit in and redeem herself in the eyes of the good guys, but she needs to overcome their initial distrust first - after all, she was one of their biggest enemies for years! Fortunately, living a double life as She-Ra helps with that a lot. The good guys may not always be willing to put their well-being in Adora's hands, but they are much more open to trusting the beautiful and radiant She-Ra.

As a direct descendent of the royal Eternian line, She-Ra is biologically linked to Etheria and is the strongest conduit to its power -- perhaps the reason she was brought to Etheria as an infant in the first place. This direct access to the planet's magical energy gives She-Ra more power than any of the other princesses in Etheria, a proverbial 'avatar' destined to protect and unite the princesses and the planet as a whole. Throughout the series, Adora will struggle with this destiny and the privilege that it gives her, but also the immense responsibility it places on her shoulders. Adora plays She-Ra as the perfect invulnerable warrior princess, but her greatest strength might actually be her humanity.

Adora struggles with guilt about her years among the Evil Horde, and seeks to redeem herself by being a benefit to everyone around her...although it's not always clear how to do that. She is motivated by justice first and foremost, and will do whatever is necessary to make sure that it is served...even if it means taking the unpopular stance every now and then. She is especially angered over violations of agency and free will — her life under a mind control spell has made her adamant that everyone must be free to choose their own path. Despite Adora's strong will and independent spirit, she has a longing for family and acceptance. She retains strong familial feelings towards Shadow Weaver and Catra, and wishes more than everything that they'll someday give up their evil ways and join her on the side of good. Adora is somewhat naive at the beginning of the show, and believes that anyone can be converted to the side of good. She is disappointed to find that this is not as easy or simple as she thinks, but she clings to the belief that there is good in everyone and that everyone can be saved and forgiven, no matter the choices they've made. Adora matures and toughens over several seasons, but never abandons this hope.

Adora is obsessed with beautiful things after a life stifled by the utilitarian trappings of the Horde, though as Adora she still dresses simply and functionally. Through She-Ra, however, she delights in everything shiny and feminine. She is comically atrocious at hiding her secret identity — she carries the same sword as both She-Ra and Adora, is arrested as Adora and breaks out as She-Ra, and both Adora and She-Ra seem to have an intimate knowledge of each other without ever explaining exactly how they know each other. Fortunately, the sword's magic weaves a spell that keeps anyone from wising up, and so even Adora's thinnest excuses are accepted at face value by friends and enemies alike.

POWERS: super-strength, can shapeshift her sword into different useful shapes, can communicate with animals, limited healing powers

SWIFT WIND

Flying horse friend!!

Swift Wind was once an ordinary horse living in an idyllic pasture before She-Ra came along and accidentally turned him into a talking horse while exploring her new powers. Swift Wind now has a voice, a personality, and Deep Horse Thoughts, and can't be happy with idyllic pasture living anymore. Swift Wind ends up staying with She-Ra of his own volition and becomes a full-fledged member of the rebellion, but has a somewhat muddled collection of both human and horse priorities. Likes: carrots, sugar, nose pets, revolution.

POWERS: Flight, speed

GLIMMER

Always the bridesmaid



Glimmer is, perhaps, the most flawed and conflicted of the heroic characters. Though she is sweet and wildly enthusiastic, she is also plagued by jealousy, insecurity, and a desire to stand out and forge her own path. She thinks that leading the rebellion will help her do that and pours herself wholeheartedly into her duties, but she often finds herself overshadowed by her mother and She-Ra. Glimmer has a conflicted relationship with her mother — Angella, an ageless super-powerful angelic being, is not the easiest person to get close to. Angella often meddles in Glimmer's affairs and refuses to let her embark on anything even the slightest bit risky. Glimmer worries that those in her command seem to view her as nothing more than a pampered young princess whose powers will never match those of her mother's.

Glimmer loves and admires Adora unabashedly, and she is Adora's closest friend. Adora gives Glimmer hope that she, too, can forge her own path in the world, regardless of her heritage. As she was the one who first 'rescued' Adora from the Horde, Glimmer feels somewhat possessive of Adora, and can sometimes grow jealous of Adora's other friendships, even with Bow, who is Glimmer's friend as well. Glimmer has a somewhat strained relationship with Adora's alter-ego She-Ra, even once Adora reveals her secret identity to her. She-Ra is everything that Glimmer wants to be, without seeming to have to work for it at all.

Glimmer inherits her magic from her mother's side, but as she is half-mortal on her father's side, her powers are much more limited than Angella's. The power that she uses the most often is teleportation, but her abilities wane the farther she gets from Castle Bright Moon. For this reason, her powers often get her into trouble more often than they get her out, as physical exhaustion can keep her stranded in perilous situations far from home. Glimmer is also incredibly reckless, and refuses to yield to her limitations. She feels, deep down, that she has to work twice as hard as everyone else to be half as good, but she is tenacious and determined to succeed at all costs. Her biggest weakness may really be that she just cares too much. She is motivated by an intense desire for love, friendship, and fairness, but her obsessive qualities and insecurities may lead her down darker paths in the future.

POWERS: Teleportation, energy blasts, light powers

BOW

Does his best all the time

Bow is an all-around good guy. He's got no inherent powers, but he is unrivaled with the bow and has many clever tricks and illusions up his sleeve that always seem to come in handy in a pinch. He loves the arts and

prefers them to fighting, though he views fighting as an art form in itself. While he is unmatched in terms of pure skill, his self-preservation instincts are not the best - he'll throw himself into nearly any situation without a second thought, even if it's a situation where he is clearly out of his depth. For this reason, Bow is by far the most likely of all the characters to be injured, captured, or knocked unconscious.

Bow is driven by empathy and loyalty. He will do anything for his friends and even complete strangers, often to the detriment of himself. He is an optimist and chooses to believe the best about everyone...but that doesn't mean he's naive. He has quite a flair for the dramatic, and loves wearing disguises and adopting larger-than-life personas when the need arises. He is largely devoid of ego or machismo, and has no issue with needing to be saved or asking for help. He can get a bit touchy when it comes to his music, though. He is a skilled harpist, but no one seems to have time for his songs -- except Adora, who, to his delight, provides a rapt audience. Adora is very protective of Bow, both in and out of battle, and won't tolerate a disparaging word against him.

Bow is pretty much the best friend anyone could ask for. He becomes close very quickly with Adora, and helps to soften her. He's been best friends with Glimmer for years, and the two share a deep bond and an easy, jovial rapport.

POWERS: prowess with bow & arrows and other weapons, close-up magic, disguises

THE PRINCESSES OF POWER

ANGELLA

Cool bird mom

Angella hails from an ancient race of angelic beings from another dimension and has the wings to show for it. She is ageless, and barely looks older than her own daughter. Being practically immortal means that Angella sometimes has trouble with empathy, though. To say that she comes across as aloof is the understatement of the century. Angella doesn't need to eat or sleep, and is frankly kind of disgusted by those who do. It may be hard for Angella to relate to mortals, but it is her love for her long-missing (presumed dead) husband Micah that inspires her daily to put the effort in. He was the first and only mortal she ever loved. Micah represents the best of humankind to Angella, and she fights for Etheria in his name.

Angella loves her daughter, especially as the last thing she has left of Micah, but there is a broad disconnect between the two. Angella's blunt, cold demeanor contrasts greatly with Glimmer's restlessness and passion, but the two are more alike than they know. Angella is overprotective and displays very little faith in Glimmer, but it actually comes from a place of caring, deep down - Angella fears losing Glimmer the way she lost her husband. And, let's face it, Glimmer is REALLY good at getting into trouble.

Angella's powers are fueled by Castle Bright Moon, an ancient castle that itself draws its energy from the moon and represents dominion over light, and if she is cut off from it, loses her connection to Etheria's energy. Micah was the former ruler of Bright Moon, and Angella wields Bright Moon's powers in his absence in addition to her own alien strength and skill at sorcery, making her one of the most powerful beings in Etheria.

POWERS: flight, blinding light, powerful energy blasts, sorcery

MERMISTA

Non-sucky Aquaman

Ruler of the seas, Mermista can transform into a mermaid at will, control the tides, and command sea creatures. Can communicate through sonar. Enjoys making Adora very uncomfortable. Sort of a “popular mean girl” vibe from her but she’s actually totally cool, if a little blunt. She’ll always tell you exactly what she thinks, even if you didn’t ask. Very loyal to her friends and would ruthlessly destroy anyone who crossed them. Knows what she wants and goes for it - sometimes her solutions are a little extreme, in a Don’t Trust the B kind of way, but she always means well. She and Sea Hawk get along very well and like to hang out and gossip about everyone else.

POWERS: can transform her legs into fins, control of water and sea creatures

FROSTA

Passive-aggressive ice queen

Frosta rules the Kingdom of Snows, a kingdom with a fragile alliance with Bright Moon. She and Glimmer grew up together, but are pointedly NOT friends. Glimmer thinks Frosta is cold, passive-aggressive, snobby, and ultimately mystifying, and Frosta...well, no one is quite sure what Frosta thinks. About anything. She is polite but vaguely snippy about almost everything. Whatever her true feelings are, she guards them closely beneath a (literally) frosty exterior. She is incredibly frustrating to the passionate Glimmer and the blunt Adora, but especially to the warm Bow - he has been trying and failing for years to be friends with Frosta. However, they just might need Frosta’s help anyway, so they’re going to have to find some way to work with her.

POWERS: ice and snow powers, can create incredibly sturdy structures out of ice.

DOUBLE TROUBLE

Improv enthusiast

A master of disguise and a huge troll. She can look like any human or humanoid person at a moment’s notice - and uses this mostly to play pranks on her friends. It’s hard getting her to take anything seriously. Even when deep undercover, she can’t resist playing pranks or following threads that she finds funny, often jeopardizing her missions. She uses humor to hide her own insecurities, and becomes anxious during sincere moments and must immediately ruin them with a joke. Underneath her mischievous devil-may-care exterior, she’s deeply insecure and desperately craves approval. She may have multiple secret identities. She has an unlikely friend among the Horde from her frequent undercover - Scorpia, who thinks her jokes are HI-LAR-IOUS. Double Trouble impersonates her Horde identity more often than she has to just so she can hang out with Scorpia.

POWERS: shapeshifting, contortionist

NETOSSA and SPINNERELLA

The B-squad

The last two invited to Rebellion meetings because other people see their powers as “stupid” or “pointless.” Netossa throws nets and Spinnerella spins and - that’s kind of it? Both are princesses in name only, without a kingdom to their name, but both are very devoted to the Rebellion’s cause. They are a bonded pair, and become deeply upset if separated.

POWERS: Net-tossing and spinning

PERFUMA

Flowers!!!!

The Weird Kid. Perfuma is an incredibly powerful ecomancer (cool!) and...uses it to turn everything into flowers. Okay. Kind of a Luna Lovegood type, always in her own world, maybe a little high on her own plants. She’s A LOT to deal with and even her friends are frequently put off by her, but at the end of the day she’s an endearing weirdo. She is practically fearless and can turn dark magic into flowers, so she’s kind of unassailable. She might secretly be one of the most powerful princesses on the planet, her plant-control powers almost unlimited, but she’s also completely non-violent and seems to only want to make friends instead of take out enemies. However, with her deep connection to nature, she might also be a direct line to the planet’s heart as well...

POWERS: FLOWERS!!!!!!

THE GREAT REBELLION

LIGHT HOPE

The Sage of Uncanny Valley

Light Hope is an ethereal being without a corporeal form who has been sending messages to Adora for years. Light Hope appears to be a spirit or a ghost, but is actually an ancient and highly-advanced artificial intelligence, the last remnant of the First Ones. As a machine, Light Hope does not have a set gender - it seems to choose various forms to present itself as, from a regal woman to an old man to a small child, although it is as a woman that Adora first meets Light Hope. Light Hope can project itself as a hologram within the Crystal Castle, but is limited in its influence beyond that. As it is a form of ancient organic technology, it possesses the ability to send messages through dreams or memories.

Light Hope is so old that its programs do not run flawlessly. It seems to suffer gaps in memory, or is unable to access some of its databanks or protocols. While it can be quite conversational and occasionally even witty or sarcastic, ask a question phrased the wrong way and Light Hope will turn up blank. “Query not recognized” is a common refrain. There is some indication, however, that Light Hope may choose to withhold answers when it suits its own purposes. Light Hope is not evil or amoral, but it has its own morality system that may not always make sense to mortals. Light Hope has been running programs for centuries, working out solutions to problems only it seems to understand - and Adora may not always like the conclusions it’s reached.

POWERS: can “hack” into organic organisms consciousness to send messages, usually dreams

MADAME RAZZ

Super old

Madame Razz is the Yoda of the story. For all intents and purposes, she appears scatterbrained and clumsy as a result of her advanced age, functioning as comic relief, but there is the suggestion that she is far wiser and more powerful than she appears. She usually gets her spells wrong due to forgetfulness...although somehow, they always have a habit of working out for the best. The other mains find themselves finding out surprising facts about her all the time. She is possibly immortal?? Characters resembling her appear in hieroglyphs on the walls of ancient ruins and in the legends of old. Her friends learn over time to never underestimate Madame Razz.

There is a running joke that Madame Razz has a rife romantic history, and the main cast keep encountering her numerous former flames in unexpected places, often still madly in love with Madame Razz.

POWERS: sorcery

CASTASPELLA

Jock wizard queen

Castaspella is the queen of Mystacor and once trained in the magical arts with Shadow Weaver. She is a powerful ally of the rebellion, but may not be as good and noble as she seems. Castaspella and Shadow Weaver have a fraught history, and though Shadow Weaver's dessicated body shows every year that has passed and more, Castaspella has kept herself perpetually young with the aid of some unknown source. Her elderly form is occasionally revealed when this source fails. Castaspella is the definition of privilege in a society with strong aesthetic markers between good and evil - she's been the golden child her entire life. Castaspella enjoys being admired and obeyed, and may not be above using unsavory tactics to achieve 'noble' goals. She is a strong believer in 'the ends justify the means,' a fact that Adora takes as a grave betrayal.

POWERS: sorcery

SEA HAWK

Off-brand Errol Flynn

Sea Hawk seems like he comes from an entirely different show, probably his own. He is a physically flawless space pirate with rock-hard pecs, a full beard, and a flair for the dramatic, but his charms are completely wasted on She-Ra, who just...doesn't really understand what's going on. Does Sea Hawk want to help them or not? And why can't he keep his shirt closed? Sea Hawk places his entire self-worth in being interesting and romantic, and so She-Ra's constant clueless rebuffs wound him deeply. He's really an okay guy though, if a little self-serious, and he can be a real fun time with his tall tales and sea shanties. Bow thinks he's great and the two like to have “guy time” since they're...kind of the only guys each other knows.

POWERS: super sexy

THE EVIL HORDE

CATRA



Dirtbag little sister

Catra and Adora were close growing up, functioning as adoptive sisters. Catra is very nearly as intelligent and competent as Adora, but much less motivated. She has no real desire for authority or responsibility, much to Shadow Weaver's frustration. Catra was not threatened by Adora's success - rather, she profited from it, and always assumed that they would climb the ranks together, with Adora doing the work and Catra reaping the rewards. Catra has almost no other friends, viewing all the other Horde members as imbeciles and incompetents, with Adora being the only one who 'wasn't a complete idiot.' That's as close as Catra will ever come to admitting that she admires Adora.

Catra takes Adora's betrayal extremely personally, and thinks that this whole 'rebellion' thing is something of a phase. She's convinced that Adora **MUST** return so that things can return to normal. She thinks of her relationship with Adora only in regards to how it benefits herself, but she **DOES** care, in her own narcissistic way. Though their

new standing requires her to face off with her former friend/sister quite often, Catra and Adora often take their fights as an opportunity to catch up and chat a bit, sometimes even forgetting that they're in the middle of a fight. It's annoying how often that musclebound meddler She-Ra shows up to upset their sisterly quarrels, though.

Catra does evil because it's **FUN** - she enjoys chaos and meanness, and loves to feud with other villains. She has an antagonistic relationship to Shadow Weaver, who is always pushing her to apply herself. Catra would think nothing of betraying Shadow Weaver. If she ever did decide to commit herself to climbing the career ladder of villainy, she could very well be the most dangerous villain of all.

Catra's enchanted mask allows her to shape shift into a panther, and was a product of Hordak's experiments. She also possesses other upgrades from Hordak's meddling, including clawed hands and increased strength. Expect plenty of cat jokes.

POWERS: catlike instincts, super-strength, claws, shapeshifting into a panther

SHADOW WEAVER

Scheming second-in-command

Shadow Weaver is kind of a piece of work. Once on the side of good, she was a second-rate sorceress before striking a deal with Hordak that amplified her powers greatly through scientific means...though with devastating side effects. Her body is now deformed and twisted beyond recognition, and she hides herself in her cape and cowl at all times. She hates science and technology, and hates being beholden to Hordak and his experiments. Shadow Weaver is constantly trying to overthrow Hordak and take his throne for herself.

Shadow Weaver had high hopes for Adora as her protege, and is deeply disappointed to lose her...especially now that her ambitions depend on Catra's success. Shadow Weaver places no trust in love, preferring to force others to submit to her through mind control spells, and so is truly confused by the fact that Adora still cares about her, even with the spells lifted. Shadow Weaver is motivated not just by greed and ambition but by grief, paranoia, and pain. She was human once, with human hopes and dreams, but all that remains now is a warped husk. Despite her scheming ways, Shadow Weaver is a tragic figure, doomed to fail...unless she can somehow be saved. Can she?

POWERS: sorcery

IMP

Devil child! Devil child!

Hordak's ward/pet. A small but deeply creepy winged demon creature of unknown origin who serves as Hordak's messenger and spy. He tends to creep up on people, startling them with his dead-eye stare, and his childlike appearance and antics only deepen his creepiness - think Damien from The Omen. Hordak is very fond of him, and Imp is usually seen clinging close to his side, but none of the other Horde members can stand him. What's his deal anyway!

POWERS: flight, super-sneakiness

HORDAK

Megalomaniacal ego trip

Hordak is a shadowy figure for most of the first season, rarely seen away from his throne or his lab, but he becomes a more active villain as the show progresses. He does not care much for getting his hands dirty in battle, preferring to manage his armies from a distance while overseeing his labs and pet projects. While Hordak cuts an imposing figure, there is evidence that underneath his scary bone-collar and face paint he is...kind of an anxious nerd? His world-domination plans just might just might be a classic case of overcompensation. This doesn't mean that he isn't incredibly dangerous,

and anyone who underestimated him would regret it sorely.

Hordak is motivated by both jealousy and ambition -- he's been in the shadow of his big brother his whole life, but also recognizes that this position affords him a certain amount of privilege. Disappointing as it is to be dropped in a backwater dimension on a planet no one's heard of, isolated from the Horde's assured victory in the intergalactic war being waged just beyond his reach, Hordak gets a certain amount of joy from being a big fish in a small pond, without the ever-present influence of his brother. These two motivations are constantly at war within Hordak. What's greater -- his loyalty to the Horde, or his desire to be the biggest bad of all?

Like most oppressors, Hordak won't be satisfied until he bends all of Etheria to his will and reshapes it in his image. Most of his minions have at least some sort of upgrade from Hordak's lab, either mechanical or biological, but there have been hints that his experiments skew darker and darker with every passing day, and there are rumors of true abominations that lurk behind the closed doors of the Fright Zone. What else does he have in store for Etheria?

POWERS: can control technology at will, brilliant technological mind

SCORPIA

Good-natured bully

Scorpia is Hordak's dumb muscle, a blunt weapon for when something needs to be punched really hard. She...is not the sharpest tool in the shed, as even she will readily admit. She aims to please, and despite being actually kind of sweet-natured, has never really considered her role in the battle between good and evil. She has a scorpion tail and claws for hands. Of course she's a villain, what else would she be? However, as everyone is eventually surprised to find out, Scorpia is a Princess of Power, and is heir to a domain known as the Crimson Waste. She's never considered herself a princess, and she's never had much interest in ruling -- she spends most of her time in the Fright Zone, even though her family wishes she'd take her duties as ruler a little more seriously.

She considers herself and Catra BFFs. Catra very much does not.

POWERS: Super strength. Claws.

ENTRAPTA

Goth kid at the debutante ball

Entrapta defected from the Rebellion years ago due to her "unnatural" obsession with everything dark and disgusting. Raised among the most esteemed circles, the other royals in Etheria found the morbid Entrapta quite off-putting, a reaction Entrapta seemed to relish and actively cultivate. Eventually she ran away, leaving her high-born life behind to spend years living alone in the woods. There she was free to work on her passion projects of bizarre experiments and wicked traps in peace, before Hordak recruited her as his head of tech. She resents the Rebellion and the Princesses of Power for driving her away with their fear and distrust, but she is not particularly motivated by revenge - all she really wants to do is be left alone to work on her experiments. She is mostly amoral and does not particularly care how her actions affect others, but does not consider herself "evil" - just interested in evil. Sardonic and sarcastic, there's very little that seems

to get to Entrapta, and she's one of the only people in the Horde that Catra actually likes and counts as a friend (not that Entrapta considers her as much). She exudes a "too cool for school" goth girl vibe which is capable of intimidating even Hordak.

POWERS: technological genius, prehensile hair

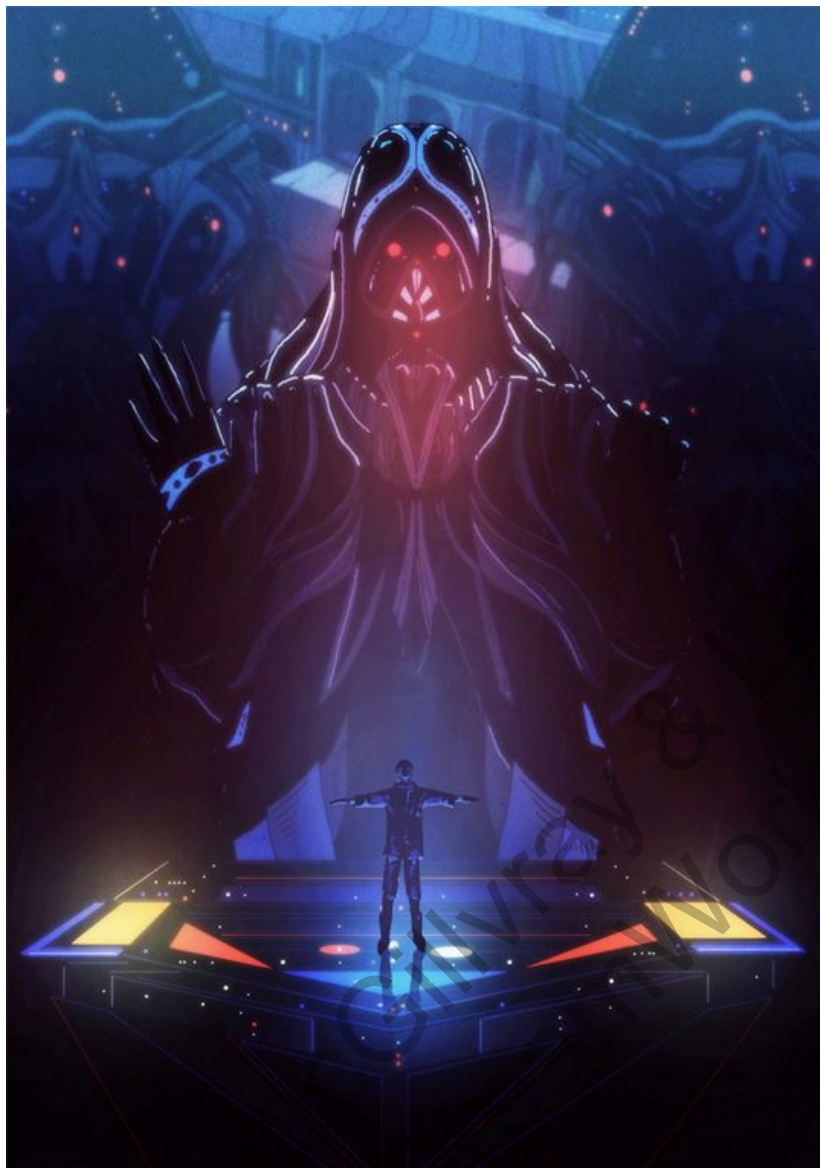
HORDE PRIME

The actual big bad

Ancient, unknowable evil and Hordak's big mean older brother who's been out in space fighting an intergalactic war all these years. Unbeknownst to Hordak, it was Horde Prime who banished his little brother to the Dimension of Despondos in the first place. In the years since then Horde Prime has had a few upgrades...

POWERS: just about everything

Heather MacGillivray & Linda Mathious
Property of DreamWorks Animation TV



THE STORY

To be told in 4 drops of 13 22-minute episodes, with a 3-part premiere episode.

SEASON ONE

[Episode 1]

Part 1

We meet Adora as a Force Captain in the Evil Horde, training alongside Catra and under Shadow Weaver's control. After receiving visions from Light Hope, Adora finds the Sword of Protection and receives the special

words to transform in She-Ra, which begins to weaken the mind control spell Shadow Weaver had placed on her. She is captured by Glimmer and Bow, out on a recon mission, who intend to turn her over to the Rebellion. Their journey does not go as planned and Adora finds herself stranded with her captors, forced to take a longer and more dangerous path to Castle Bright Moon. Along the way, Adora sees first-hand the devastation that the Horde has sown in Etheria, and feels doubt and remorse for the first time. Glimmer airs her grievances to Adora, who takes them to heart, and Glimmer is surprised at how kind Adora seems. When the small party is attacked, Adora surprises her captors by coming to their rescue. But the situation seems hopeless...until Adora reaches for the mysterious sword she found in the woods and speaks the words FOR THE HONOR OF GRAYSKULL, transforming into She-Ra for the first time.

Part 2

She-Ra uses her powers to save Glimmer and Bow from danger. They do not see Adora transform and think they are being saved by a completely different person, unable to recognize Adora as She-Ra due to the magic of the sword. Adora takes advantage of this and plays the part as She-Ra, pretending that Adora took advantage of the distraction to escape. She enjoys being She-Ra and finds that she likes Glimmer and Bow and wants them to like her, so she plays the part longer than she needs to so she can keep hanging out with them. She helps them do various good deeds, and is surprised to find that she likes it. However, her disguise slips and she reveals herself as Adora to Glimmer and Bow, who are shocked.

Part 3

Adora tries to convince Glimmer and Bow that she is good, and they actually want to believe her. But Adora needs to go confront her adopted family first -- Glimmer and Bow let her go. Adora goes to the Fright Zone and confronts Shadow Weaver. "Are we the bad guys?" Realizing the mind control spell has slipped, Shadow Weaver replaces it and makes it stronger than ever, taking Adora's sword and leaving her practically a robot. Robot-Adora leads an attack on the rebel encampment where Glimmer and Bow are staying -- they are dismayed to see their new 'friend' changing sides once again. However, Glimmer realizes Adora needs the sword, and uses her powers to teleport into the Fright Zone and retrieve it. She gives it to Adora, and the spell is lifted once and for all. Adora turns on the Horde and protects the Rebels from them. Glimmer and Bow trust Adora now, and with their recommendation on her side defects to the Rebellion for good.

The rest of season 1

Adora tries to figure out her powers as She-Ra, with sometimes comical results. One such mishap ends in her accidentally giving Swift Wind a voice and wings, and eventually partnering with him. Adora is also incredibly curious about her origin, and continues to receive visions from Light Hope, pointing her towards the mythical Crystal Castle, lost to history. Adora wants to recruit new members for the Rebellion, but finds it difficult, as Etheria is segmented into multiple smaller kingdoms that want nothing to do with each other -- think Game of Thrones. Adora and Glimmer and Bow must attend multiple parties and ceremonies to win the allegiance of various rulers and the Princesses of Power, or help them solve problems within their kingdoms. Adora feels very out of place among the Princesses of Power, a major culture shock after life in the Fright Zone. She finds diplomacy tiresome and doesn't understand why she can't just make people AGREE.

Meanwhile, in the ranks of the Horde, Hordak's forces are bumbling and incompetent in Adora's absence, spending almost as much time squabbling with each other as they do fighting to conquer Etheria. Hordak is a very distant villain, giving commands from the shadows and devoting much of his time to building a secret weapon. Shadow Weaver functions as the main villain this season, carrying out his -- and sometimes her own -- evil plots in his stead. To Shadow Weaver's frustration, Catra remains unmotivated and even

somewhat friendly with Adora -- Adora thinks Catra may be under the same mind-control spell that she is and wants to bring her and Shadow Weaver to the side of good. But as the season goes on, Catra starts to actually like power and authority.

Adora goes against Glimmer's wishes and goes to confront Catra and Shadow Weaver herself, convinced she can save them. Catra betrays Adora and reveals she was never under mind control, she's just actually evil. Adora realizes she can't force people to come to the conclusions she wants them to. Hordak uses his secret weapon and devastates Etheria, although he ultimately loses the battle because of the incompetence of his troops. Still, his attack leaves Etheria shattered and proves that the comfortable, selfish standard of life for the citizens of Etheria is no longer viable -- they need to take a stand. Victorious moment for the Rebellion as many of the Princesses of Power that they met throughout the season join the Rebellion. How they're actually going to be able to work together is yet to be seen...

End with an ominous reveal: Hordak stepping out of the shadows. He's frustrated with his troops and needs to 'improve' them: reveal his lab experiment, a bizarre mutant designed to be completely obedient. Widen to reveal he has a whole lab of them gestating!

Possible episodes for this season:

- Adora accidentally turns a regular horse into a flying talking unicorn. He won't stop following her around.
- Bow and Glimmer try to get Adora ready for a lavish, complicated ceremony to impress Frosta, with disastrous results.
- Seafaring adventure with Sea Hawk as they try to discover a magical treasure before the Horde can. Half shown through Sea Hawk's eyes as an overblown high-seas romance, half shown through She-Ra's eyes as...very much not that.

SEASON TWO

Hordak's 'improved' soldiers are put into action -- the ante has been permanently upped. Many of the rulers from nearby kingdoms have been dethroned or are struggling with serious threats to their land. This is a proper war season as the Rebellion struggles to work together with its many new members, most of whom do not get along with each other. Think Pitch Perfect with powers: a motley bunch trying to achieve a common goal but being held back by in-fighting, clashing personalities, and a general lack of coordination. Meanwhile, Glimmer's relationship to her mother is growing ever more strained.

Adora is able to find the Crystal Castle and meet Light Hope in person. Light Hope reveals many secrets to her, but they raise more questions than answers. More relics of ancient Etherian tech come into play. The mystery of the First Ones comes more to the forefront. Hordak also becomes a more active villain this season, much to Shadow Weaver's chagrin, and she begins to plot to overthrow him. Reveal that Hordak is looking for portals to send him back to the dimension he came from - and that Adora came from as well. The only way to get out of the Dimension of Despondos is through portals, but they can only be opened from the other side.

By the end of the season, Shadow Weaver finds a piece of ancient Etherian tech that will help her become more powerful and overthrow Hordak. But Catra betrays her, takes the piece of tech, and gives it to Hordak instead. Hordak tries to use it to open a portal, but it fails and the results are almost catastrophic. Angella

sacrifices herself to shut the rift in the fabric of reality that results. Glimmer is grief-stricken. Shadow Weaver is depowered and cast out of the Horde while Catra becomes Hordak's new right hand man.

Stinger: Glimmer has secretly done something terrible, using Etherian tech to power herself up. This could have devastating effects.

Possible episodes for this season:

- Undercover episode where Double Trouble and Bow infiltrate the Fright Zone wearing disguises. They both get distracted by different things while there.
- Frosta is mad at Mermista for something that happened when they were kids. No one can figure out what it is. Adora takes it upon herself to reconcile them.
- Glimmer is grounded and her mom won't stay out of her business. Glimmer goes to greater and greater lengths to sneak out, before realizing it's her parent's anniversary and Angella is secretly sad and lonely.

SEASON THREE

Glimmer uses ancient Etherian tech to harness the souls of the First Ones, hoping this will give her the strength she needs to defeat Hordak. She hides this from Adora for as long as possible even as it takes a physical toll on her. Adora doesn't understand what's going on with Glimmer, but she's distracted by trying to solve the mystery of the First Ones and her own heritage, making increasingly frequent trips to the Crystal Castle. There, we start to get the first hints that Light Hope has a secret plan that Adora probably won't like...

Etheria has been weird since Hordak attempted to open the portal -- the fabric of reality is weaker. One-off episodes in this season can deal with the "weirdness" of this new warped version of reality, delving into cool and more conceptual scenarios. Bow struggles to maintain his positive attitude and keep his friend group together, while Shadow Weaver grumpily joins the Rebellion. Hordak is finally able to send transmissions to the shadowy and mysterious Horde Prime, hoping to be reunited with the Horde and retrieved from the remote planet. But Horde Prime can't pinpoint Hordak's location because the Dimension of Despondos has not been charted or even discovered by the rest of the universe at large.

Glimmer's actions end up releasing the "souls" of the First Ones, actually holographic "ghosts" of their consciousness preserved by Light Hope. Glimmer is possessed by the spirit of the king of the First Ones. Light Hope reveals that Etheria is actually a gigantic weapon built into the planet and maintained by the First Ones with the potential to cause massive damage on a galactic scale and win any war. Light Hope and the ghosts of the First Ones want to finish the war the First Ones were fighting millennia ago by sending a signal to the Eternians, telling them the coordinates of Etheria and placing the weapon in their hands. Glimmer, under the influence of the First Ones, starts building a beacon. But the weapon being deployed would destroy life on Etheria. Upon learning this, even Hordak has qualms. He realizes that his brother isn't coming to retrieve him after all, but to fetch the weapon, and if he deploys the weapon all of Hordak's hard work conquering Etheria will be wiped out. Glimmer succeeds in building the beacon, which sends out a beam of light into the universe, broadcasting their location. Adora and the rest work to block the signal but Catra betrays Hordak and sends her own message to Horde Prime, giving him the coordinates. She WAS planning on just overthrowing Hordak and stealing his throne, but why do that when there's a whole galaxy to conquer and Horde Prime can give her way more power? Catra!!! Stop betraying everyone!!!!

The season ends with a huge portal opening in the sky and hanging silent. Wuh ohhhhhh.

Possible episodes for this season:

- Shadow Weaver tries to find a job she can do that isn't EVIL MAGIC. It's...difficult.
- Bow is upset that Glimmer and Adora aren't as close anymore. He keeps trying to trick them into "friend dates" so that everyone can be best friends again.
- Hordak keeps pairing Catra and Scorpia on missions, but Catra can't stand Scorpia.

SEASON FOUR

Adora and co. learn that Etheria is a huge organic weapon full of enough energy to wipe out dozens of planets -- this is what has been powering Adora and the Princesses of Power. Light Hope has been working for its own ulterior motives all this time -- it wants to deploy the weapon and fulfill its purpose, and since Hordak's industrial inorganic empire has been polluting the planet's magical energy, Light Hope employed She-Ra to defeat Hordak and dismantle his empire. And now Horde Prime et al knows where Etheria is and is on his way. They need to make a last stand to defend Etheria or be wiped out when the weapon is deployed. The citizens of Etheria come together like never before, working in perfect unity. With the portal in the sky, Etheria is accessible to the rest of the universe -- multiple factions have shown up to either claim or destroy it and are fighting for it just beyond the portal.

Catra invites herself onto Horde Prime's ship and gets into his good graces by giving him vital information about how to control the weapon. Horde Prime hires Catra. She is really climbing the career ladder here. Various alien species are exposed to Etheria as Adora tries to forge allies to protect the planet. She partners with queen of the alien warlords Huntara, who is greatly opposed to superweapons and thinks everyone should be relying on good, old fashioned muscle. Catra figures out that Glimmer is possessed by the souls of the First Ones, information that she passes on to Horde Prime, and Glimmer is captured. Horde Prime strikes a deal with the First Ones ruler within Glimmer that he will destroy the descendents of the First Ones' enemies if they agree to give the weapon to Horde Prime -- the First Ones agree. Although their grudge is millennia out of date, as computer programs they are incapable of evolving their worldview and seek only to fulfill their original purpose.

She-Ra, the Princesses of Power, and even the Evil Horde work together against the other factions to protect Etheria. Horde Prime and the First Ones are able to arm the weapon, plunging Etheria into darkness and stripping the princesses of their power as it prepares to fire. The Eternians show up and want to destroy the weapon before Horde Prime can use it. Adora, no longer able to become She-Ra, makes one last-ditch effort to save her adopted home. With Huntara's help, she goes through the portal to appeal to both Glimmer and the Eternians, her biological family. She is able to get through to Glimmer's consciousness, suppressed by the First Ones, and Glimmer disarms the weapon and is freed from the First Ones' influence. The Eternians, faced with their lost princess, hold fire, and they along with other factions agree to protect Etheria, realizing that it is more than just a weapon. Perfuma uses her powers to heal the planet once the weapon is disabled. With Etheria returned to its normal state, Adora is able to power up into She-Ra again, and she fights and defeats Horde Prime. Catra betrays Horde Prime at a crucial moment for Adora's sake -- don't make a big deal about it! She just decided that she liked Etheria the way it was, and her cushy job with Horde Prime was a total bummer.

This season can include cameos or appearances from Masters of the Universe characters if the rights become available -- if not, an implied reunion can make up the closing sequence, after Adora assures her friends that she will remain the guardian of Etheria.

Possible episodes:

- Adora partners with Huntara to stand against Horde Prime, but Huntara's solution to every problem is to PUNCH IT!! Adora is frustrated.
- Catra and Adora accidentally fall into a prison dimension while fighting each other and are forced to rely on each other to get out. While there, they have to actually...talk to each other.
- Bow and Sea Hawk work together to convert Sea Hawk's flying ship into a space ship. They bond. Cue space pirate adventures.